

# David Howarth

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<https://people.rit.edu/dah8728/portfolio/>

## **OBJECTIVE:**

Seeking a web design oriented co-op utilizing programming and debugging skills in HTML and CSS. Available May 2023 – August 2023.

## **EDUCATION:**

**Rochester Institute of Technology (RIT)**, Rochester, NY

Expected May 2025

*Bachelor of Science, Game Design and Development, Dean's List*

**GPA: 3.78**

*Related Courses:* Interactive Media Development, Intro to Game Web Tech, Data Structures & Algorithms I

## **SKILLS:**

**Programming Languages:** C++, C#, HTML, CSS, Javascript

**Tools:** Visual Studio, Git, Unity, Visual Studio Code, Maya

## **PROJECTS:**

### **2 Minute Mass Attack (Academic Project)**

October 2022

- A short top down shoot-em-up bullet hell created for my Interactive Media Development Class as a solo developer. Explored topics of vector based movement, and designed multiple unique enemies with that theme in mind.

### **Unfinished Business (Personal Project)**

September 2022

- Built the functions for a visual novel, from the ground up, in the Unity game engine as a solo developer during the Spooktober 2022 Halloween Game Jam.
- Coordinated with voice talent to embellish the game with additional narrative elements.
- Composed the game's main theme using FL Studio, wrote its script, as well as created various assets such as character sprites and backgrounds.

### **Mournblade (Academic Project)**

January 2022 - May 2022

- Created a C# top-down roguelike in Visual Studio using the MonoGame framework in a team of 5.
- Implemented file IO, basic gameplay elements, sprite animations, and debugged a majority of the game.
- Struggled with balancing team workload and gained valuable experience.

## **WORK EXPERIENCE:**

### **Regal Cinemas**

May-July 2022

*Floor Staff*

Ithaca, NY

- Provided efficient and effective customer service, while maintaining cleanliness, in a team oriented environment.